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## How many cards in a deck of phase 10

Phase 10 uses a 108-card deck and is modeled according to contract rummy. Players will drive to complete 10 phases consisting of completing certain tasks (e.B. 1 pass of 7; full list below). The winner is the player who completes all 10 phases first, with all ties to the least-scored person. Card game This item has several problems. Please help to improve it or discuss these questions on the conversation page. (Learn how and when to remove these template messages) This article requires additional quotes for review. Please help to improve this article by adding quotes to reliable sources. Non-paged material can be challenged and removed. Find Sources: Phase 10 – News Newspapers Books Scholar JSTOR (September 2020) (Learn how and when to remove this template message) This article is written like a manual or manual. Please help rewrite this article from a descriptive, neutral perspective and remove advice or instructions. (September 2020) (Learn how and when to remove this template message) This article may contain an excessive amount of complicated details that can only interest a specific audience. Please help by spinning or moving relevant information and removing excessive details that may be against Wikipedia's inclusion policy. (September 2020) (Learn how and when to remove this template message) (Learn how and when to remove this template message) Phase 10Cards in Phase 10 (original version with colored wild and skip cards)Designer(s)Kenneth JohnsonPublisher(s)MattelPlayersTwo to sixSetup time&lt; 1 minPlaying time&gt; 3 min per hand (45-90 min, 6 players)Random chanceHighSkill(s) required saving important cards; know when these cards will be discarded; Matching, Ordering Phase 10 is a card game created in 1982 by Kenneth Johnson and sold by Mattel, who acquired the rights to Fundex Games in 2010. [1] Phase 10 is based on a variant of Rummy known as Liverpool Rommé, and is a member of the Treaty Of Rommé Family. It requires a special deck or two regular decks; it can be played by two to six people. The game is named after ten phases (or messages) that a player must go through to win. Phase 10 was Fundex's best-selling product, selling more than 62,600,000 units in 2016, making it the second best-selling commercial card game behind Mattel's Uno. [2] In December 2010, Fundex sold its license rights to Phase 10 to Mattel. Goal This section does not name any sources. You're welcome You to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) The goal of the game is to be the first person to complete all ten phases. In the case of two players who have completed the last phase in the same hand, the player who completed the last phase with the lowest total score is the winner. If Scores are also tied, a tiebreaker round is played in which the binding players try to complete phase ten (or in variants the last phase that each player had tried to complete in the previous round). For each hand, each player's goal is to complete and set the current phase, and then free his hand from the remaining cards by placing them in specified phases called hits. The player who does this first wins the hand and receives no penalty. All other players receive penalty points according to the value of the cards remaining in their hand. There are one hundred and eight cards in one deck: ninety-nine numbered cards: two of each value from one to twelve, in each of four suits. Therefore, there are 24 cards of each suit and eight of each value. eight wild cards; four skip cards; With two regular decks of cards, the suits can represent the four different suits, kings can represent the wild cards, and jokers can represent the wild cards. Special maps This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) Wild: A wild card can be used instead of a number card and can be used as any suit to complete each phase. Original editions of Phase 10 had two wilds in each color; to avoid confusion, current runs use black or multicolored wilds. More than one Wild Card can be used to complete a phase. Players can use as many Wild Cards as they want as long as they use a natural card. Once a Wild Card has been played in a phase, it cannot be replaced by the intended card and used elsewhere. It must remain as this card until the hand is over. If the dealer starts the discard pile with a wild card, the card can be picked up by the first player. Wild cards represent any suit or number, but do not inherit any card effects such as Skip. Skip: Skip cards have only one purpose: to make another player lose a turn. For use, a player discards the skip card and selects the player who loses a turn. When a skip card is drawn, it can be dropped immediately or saved for a later turn. A skip card must never be picked up from the discard pile. A skip card cannot be used to complete a phase, including Phase 8 (seven cards with one suit). The original Phase 10 editions had blue skip cards, caused confusion with normal blue cards in the deck; Skip cards are now black in current editions. Any player can be skipped, not just the person who would normally play next. A player cannot be skipped twice in the same round, they must lose the round before they are skipped again. (They can be skipped twice in a row, but not until it's their turn.) If the first card that starts the discard pile is a skip card, then the is skipped. [3] Phases This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) A phase is a combination of cards. Phases usually consist of sets (multiple cards of the same value), runs (multiple cards in consecutive ascending order), cards of a suit, or a combination of them. As the name suggests, There are ten phases: Original and Master Edition Phases: Phase 1: 2 Sets of 3 Phase 2: 1 Set of 3 + 1 Run of 4 Phase 3: 1 Set of 4 + 1 Run of 4 Phase 4: 1 Run of 7 Phase 5: 1 Run of 8 Phase 6: 1 Run of 9 Phase 7: 2 Sets of 4 Phase 8: 7 Cards of a suit Phase 9: 1 Set of 5 + 1 Set of 2 Phase 10: 1 Set of 5 + 1 Set of 3 Phase 10 Twist Phases: Phase 1: 3 Sets of 3 Phase 2: 4 Sets of 2 Phase 3: 1 Set of 5 + 1 Run of 4 Phase 4: 2 Sets of 3 + 1 Run of 3 Phase 5: 1 set of 3 + 1 pass of 6 Phase 6: 2 passes of 4 Phase 7: 1 Pass of 4 + 4 cards of a suit Phase 8: 1 Pass of 5 of a suit Phase 9: 8 cards of a suit Phase 10: 9 cards of a suit Each player can only make one phase per hand. For example, a run of nine cards when the player is in Phase 4 cannot count as Phase 5 and/or 6. In the original and Phase 10 Twist versions, the phases must also be completed in order, but the Master's Edition variant has a rule that allows players to select the phase they try to complete after the hand game and before the game starts. Definitions This section does not name sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) Set: A set consists of two or more cards with the same number and each suit. Run: A run (similar to a straight line) consists of three or more cards numbered in order in any suit. Runs can go from one to twelve. Color: Phase 8 of the original and master editions, as well as multiple phases of Phase 10 Twist, require the player to collect cards that all have the same suit (or suit when using ordinary playing cards). Runs don't all have to have one color (as in many standard deck rummy variants). Wilds, although in certain editions has a printed color, can be used to represent any color, and skips, although blue in certain editions, cannot be used to make this to complete a phase. Even or odd. An even or odd one consists of two or more cards that are either even (2,4,6,8,10,12) or odd (1,3,5,7,9,11). Play in this section no sources are quoted. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) A player is selected as a dealer (alternatively, the deal can be after each hand). The dealer shuffles the deck and issues 10 cards at a time to each player. Players hold their 10 cards in their hands so that the other players cannot see them. The remaining deck is placed face down in the middle of the play area to become a draw stack. A wild card that has surfaced goes to the next player. The dealer then flips the top card of the draw pile and places it next to the draw pile to become a discard pile. In the first hand, all players try to complete Phase 1. The game consists of, 1. Draw a card from the draw pile or discard pile 2. Set the completed current phase (if possible) 3. Hit other players' phases once they have set their own phase. (on the same hand) 4. Place a card on the discard pile. Completed phases If they are able to make their current phase with the cards in hand during a player's turn, they place the phase down, face up on the table, before being discarded. Phases must be performed in order from 1 to 10. A player must have the entire phase in his hand before laying it. A player can set more than the minimum requirements of a phase, but only if the additional cards can be added directly to the cards that are already in the phase. For example, a phase requires a set of 3, but the player has four of those cards, the player can discard all four cards when he completes the phase. Only one phase per hand may be made. For example, a player who needs to make a run of 7 cards (Phase 10) cannot complete the next two phases in the same hand by placing a run of 9. If a player successfully completes a phase, he tries to make the next phase in the next hand. If they don't make a phase, they must try to recreate the same phase in the next hand. Therefore, players may not all work in the same hands at the same stage. Players will receive a credit for creating a phase once it is set. A player does not have to win the hand to receive credits for the phase. Several players will often complete their phase in the same hand. No sources are cited in this section. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) Hitting is the way to get rid of remaining cards after they have made a phase. A hit is made by placing a card directly on a predetermined phase The cards must fit correctly with the cards that are already below. Before a player can score a hit, their own phase must already be set. A player can only hit during the turn. A player can hit any combination of his own phase and the phases of another player and hit with as many cards as can be played from the player's hand in a single turn. Players may not replace a wild card in a phase with the card from their hand that corresponds to the Wild card. corresponds to the For. Replacing wild cards is a possible variant rule. Going out/stopping a hand This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) After putting on a phase, the players try to get out as quickly as possible. To get out, a player must get rid of all his cards by hitting and dropping. The player who is to go out first wins the hand. The hand winner and all other players who have completed their phase will advance to the next phase for the next round, while any player who is unable to complete their phase will remain in the same phase for the next hand. Players count the total value of the cards that remain in their hands (the fewer cards left in their hand, the better) and score them as follows; five points(5) for each card with a value of 1-9 ten points (10) for each card with a value of 10-12 fifteen points (15) for a skip Twenty-five points(25) for a wild Each player receives the hand score is added to that player's running total (player, who have not completed their phase, can have no score of less than 50 for the hand and often have much more with the inclusion of additional points for big stats and wilds; this is known as a set similar to Hearts or Spades), the deal turns to the left, all cards are shuffled and a new hand begins. If a player has not completed his phase before another player left, he must work on the same phase again in the next hand. Winning This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) If only one player tries Phase 10 on hand and completes the phase, they become the winner and the game ends immediately. If two or more players complete Phase 10 in the same hand, the player who has completed Phase 10 and has the lowest total points is the winner. In the event of a tie, the players who play back Phase 10 and the first player to complete their phase and discard all their cards win. Variations Reimprove-section|date=September 2020. Official variation phase sentences This section does not cite sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be and removed. (September 2020) (Learn how and when to remove this template message) Phase 10 Island Paradise: Phase 1: 1 Pass of 7 Phase 2: 1 Set of 2 + 2 Sets of 3 Phase 3: 1 Pass of 6 + 1 Set of 2 Phase 4: 3 Cards of 2 + 1 Set of 3 Phase 5: 1 Set of 3 + 1 Pass of 6 Phase 6: 2 Passes of 4 Phase 7: 3 Cards of a Suit + 1 Set of 4 Phase 8: 8 cards of a suit Phase 9: 4 cards of a suit + 1 set of 5 Phase 10: 9 cards of one Phase 10 Cocoa Canyon: Phase 1: 6 Cards of a suit Phase 2: 7 Cards of a suit Phase 3: 4 Cards of a suit + 5 Cards of a suit Phase 4: 2 Sets of 3 Phase 5: 1 Run of 8 Phase 6: 1 Run of 9 Phase 7: 1 Set of 4 + 1 Run of 4 Phase 8: 10 Cards of Straight or Unrevewheeled Phase 9: 1 Set of 4 + 1 run of 6 phase 10: 1 set of 5 + 1 run of 4 phase 10 disco fever: phase 1: 1 straight or odd of 8 phase 2: 1 straight or odd of 9 phase 3: 1 gradient of 3 + 2 sets of 2 phase 4: 7 of a color phase 5: 1 gradient of 5 + 2 sets of 2 phase 6: 1 color straight or odd of 3 + 1 color straight or odd of 4 phase 7: 1 gradient of 4 + 1 set of 4 phase 8: 1 gradient of 4 + 3 sets of 2 phase 9: 1 pass of 3 + 2 sets of 3 phase 10: 1 pass of 3 + 1 set of 4 + 1 set of 3 phase 10 cupcake lounge / Savannah Sunset: Phase 1: 3 of a color + 3 of a color + 4 of a color Phase 2: 1 Color run of 3 + 2 sets of 2 Phase 3: 7 of a color Phase 4: 2 Sets of 3 Phase 5: 1 Set of 4 + 1 Set of 2 Phase 6: 1 Set of 4 + 1 Set of 2 Phase 7: 2 Color Straight or Odd of 4 Phase 8: 1 Run of 9 Phase 9: 1 Gradient of 5 + 2 Sets of 2 Phase 10: 1 Gradient of 6 + 1 Set of 2 Phase 10 Candy Castle / Mountain Vista: Phase 1: 1 Run of 3 + 3 Sets of 2 Phase 2: 1 Run of 8 Phase 3: 1 Run of 9 Phase 4: 1 Color run of 3 + 1 Set of 3 Phase 5: 1 Set of 2 + 2 Sets of 3 Phase 6: 1 Set of 2 + 1 Set of 4 Phase 7: 4 of a Color + 6 of a Color Phase 8: 5 of a Color + 5 of a Color Phase 9: 1 Pass of 5 + 1 Set of 3 + 1 Set of 2 Phase 10: 1 Pass of 3 + 1 Set of 4 + 1 Set of 3 Phase 10 Prehistoric Valley: Phase 1: 1 Straight or Odd of 9 Phase 2: 1 Straight or Odd of 10 Phase 3: 1 Pass of 8 Phase 4: 1 Pass of 10 Phase 5: 2 Sets of 3 Phase 6: 2 Sets of 4 Phase 7: 1 Color Run of 4 Phase 8: 1 Gradient of 3 + 3 of a color Phase 9: 1 Set of 3 + 1 Run of 4 Phase 10: 1 Set of 4 + 1 Run of 6 Phase 10 Moonlight Drive-In: Phase 1: 1 Set of 4 + 1 Set of 2 Phase 2: 2 Sets of 3 Phase 3: 1 Run of 7 Phase 4: 1 Run of 8 Phase 5: 1 set of 2 + 2 sets of 3 phase 6: 1 set of 5 phase 7: 1 pass of 9 phase 8: 1 pass of 6 + 2 sets of 2 phase 9: 1 run of 8 + 1 set of 2 Phase 10: 1 set of 4 + 1 pass of 6 Phase 10 Ancient Greece: Phase 1: 1 Set of 2 + 1 Pass of 6 Phase 2: 1 straight or odd of 9 Phase 3: 1 straight or odd of 10 Phase 4: 1 Color run of 3 + 1 Set of 3 Phase 5: 1 Set of 3 + 1 Pass of 5 Phase 6: 1 Set of 5 + 1 Pass of 4 Phase 7: 1 Color run of 5 Phase 8: 1 Color Straight or Odd of 5 Phase 9: 5 sets of 2 Phase 10: 2 sets of 3 + 2 of 2 Phase 10 Jazz Club: Phase 1: 1 straight or odd of 8 Phase 2: 1 Color run of 3 + 1 Set of 3 Phase 3: 1 straight or odd of 9 Phase 4: 1 Color run of 4 Phase 5: 1 straight or odd of 10 Phase 6: 1 Color run of 5 Phase 7: 1 Color Straight or Odd of 5 Phase 8: 1 gradient of 5 + 1 set of 2 Phase 9: 1 color straight or odd of 6 Phase 10: 1 Color run of 5 + 3 of a color Phase 10 Vintage Gas station: Phase 1: 1 Set of 3 + 1 Run of 5 Phase 2: 2: Run of 4 + 1 set of 3 + 1 set of 2 Phase 3: 1 Pass of 3 + 1 set of 3 + 2 sets of 2 Phase 4: 1 Color run of 4 Phase 5: 1 Color run of 4 + 1 Set of 2 Phase 6: 1 Color run of 4 + 2 sets of 2 Phase 7: 1 Set of 5 + 1 run of 4 Phase 8: 1 color straight or odd of 5 Phase 9: 1 Color straight or odd of 6 Phase 10: 1 Gradient of 3 + 3 of a color + 1 Set of 2 Phase 10 Ocean Reef: Phase 1: 1 Run of 7 Phase 2: 1 Set of 4 + 1 Set of 3 Phase 3: 1 Gradient of 5 + 1 Set of 2 Phase 4: 1 straight or odd of 10 Phase 5: 2 passes of 5 Phase 6: 3 Sets of 3 Phase 7: 1 Color run of 4 + 1 Set of 3 Phase 8: 1 Color Straight or Odd of 3 + 1 Color Straight or Odd of 4 Phase 9: 1 Pass of 7 + 1 Set of 2 Phase 10: 1 Gradient of 5 + 1 Set of 3 Phase 10 Southwest: Phase 1 set of 2 + 1 pass of 6 Phase 2: 1 straight or odd of 9 Phase 3: 1 straight or odd of 10 Phase 4: 1 Color run of 3 + 1 Set of 3 Phase 5: 1 Set of 3 + 1 Pass of 5 Phase 6: 1 Set of 5 + 1 Run of 4 Phase 7: 1 Color run of 5 Phase 8: 1 color straight or odd of 3 + 1 color even or odd of 5 phase 9: 5 sets of 2 phase 10: 2 sets of 3 + 2 sets of 2 floating variation This section does not quote sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) One variant of the game is to enable floating. Instead of going through Dasable's last card, a player draws a card and then plays all the cards in his hand without discarding them. This is known as outgoing floating. Since the player must be able to discard a card to actually finish the hand, other players now have at least one extra turn to go or at least improve their score. In addition, a floating player must draw a card and play it, if possible, and draw the top card from the discard pile if it can be played; This can force the floating player to play on the next turn instead of drawing and discarding. The floating player can also be skipped as usual. If someone else goes out in front of the floater, the floater gets a zero score, but technically does not win the hand. The strategic value of the floating is that the person who is on the verge of the floating player is usually forced to try to keep them afloat for at least a few rounds, either by discarding cards that the floating player must pick up and play, or by skipping the floater. This usually disadvantages the before the floater compared to the other players and makes it less likely that this player will be able to finish his phase if he has not already done so. Players can use this strategy to advance on a player; the player after them will hover, forcing the player to try to keep them afloat, while all other players will receive a number of extra twists to try to put their phase or go. Of course, the player is in front of the floater floater actually forced to keep them afloat and may be able to go yourself, set their phase (so drastically reduce their score for the hand), or can simply give the hand by pulling the float (the drawn card is probably an unplayable, so retractable card). If a player hovers and there is no possible card that could be discarded or drawn to prevent that player from discarding, they are called floating dead; it is very likely that the floating player will be forced to end the hand on the next move. This is rare and usually happens when the floating player completes a phase with a long series of cards, no one else has completed their phase and the floater's run has been extended by all 12 values. If no one else can set a beatable phase on this turn, only another player playing a skip, or the floater drawing a skip, holds the hand running, and only four are present in the deck. Alternative Wild Card Deal Up Method If the dealer turns a wild card at the beginning of the hand to start the discard pile, the dealer can decide who gets the wild card instead of automatically going to the player to the dealer's left. The recipient of the wild card selects a card from the hand to discard (the card cannot be a skip), and then the game continues with the player to the player to the dealer's left (or if that player has received the wild card, with the next player to the left after them). This slightly reduces the happiness component inherent in the game and increases the strategic and/or social element. A similar rule can be used when a skip card is flipped as the first card. Alternative Wild Card Rule This section does not cite any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) A Wild Card can be played as a Skip Card. (Really wild) Masters Edition This section does not cite any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) The Masters Edition of the game can be played by two to four players and contains additional rules: the ability to choose which phase to try (not necessarily in numerical order) based on the cards dealt to the player. Players must explain orally: Phase they try during the hand after cards have been dealt. The ability to set (or save) one card per hand. (Note: You may not save your Going Out discards) The ability to draw one card from its save stack per turn. The Masters Edition includes 10 phase cards for each player to track the phases they completed during the game. The Masters Edition also contains only two Skip Skip instead of the four that are included in the original edition. This makes the playable number of cards 106, plus the forty phase cards, for a total of 146 cards in the box. (An alternative way to track the phases that are played for each player to use Ace, although ten of a suit in regular playing cards.) Masters Edition Variant #1 This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) The same rules as the Masters Edition, except for the player, explains which phase they complete as they determine the phase. Masters Edition Variant #2 This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) Same rules as Masters Edition except: The player explains which phase he has completed as he sets the phase. After the player has set the phase and meets the other players, they can (if they want) drop their current set phase, perform or save the normal drop, and bring their hand back to ten by pulling from the draw stack and work on a new phase in the next turn. (must be performed in the same turn as the phase and cannot be executed when the player takes his last card) Anti-phase No sources are cited in this section. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) In the anti-phase, you need to complete your phase to stay in your current phase, if you don't complete your phase, move down in one phase. Anti-phase for others This section does not cite sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) In the anti-phase for others, a control card is left in the deck and discarded as the last card. Then you come to the name that goes down a phase... If it's stuck in the hand at the end of the hand, move one phase down. It can also be discarded face down, but can be picked up by the next player who is off the deck Can. Phase 10 Cube This section does not name any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) Phase 10 Dice is a craps game inspired by Phase 10 and also released by Fundex Games. The goal is the same, to try to complete the phases, 1-10, in order. Instead of cards, players each roll 10 six-sided dice, 6 with 5-10 and the four with 1-4 and two wilds each. In each turn, the player rolls every 10 dice, then can set aside one of them and roll the rest up to two times, for a total of three rolls. When they have completed a phase, the sum of the dice used in the phase is added to their score, and in the next turn they switch to a new phase. As in the card game, the failure to complete a set means trying again in the next turn, and the game ends when a player finishes Phase 10. [4] Phase 10 Twist The object of Phase 10 Twist is to be the first player to complete Phase 10 by moving around the board. Each player starts with his pawn in Phase 1 on the board. They must complete Phase 1 to move their farmers. There are three peasant movements; Move 3 spaces when you complete the phase and discard all your cards, move 2 spaces when you complete the phase but don't discard all of your cards, or move 1 space if you don't complete the phase. When you land in a spin phase, you can choose to play a rotation phase or one of the phases on either side of the twist phase space. When you play a spin phase, the pawn moves change to 6 rooms when you complete the phase and discard all your cards, 4 when you complete the phase, but don't discard all your cards or move a room back if you don't complete the phase. [5] Arkansas Rules This section does not mention any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. (September 2020) (Learn how and when to remove this template message) The Arkansas rules differ from the standard Phase 10 rules in two ways: 1) Each player can complete all ten phases in any order he thinks is right, and 2) SKIP cards are valid during a round (i.e. when a SKIP card is played, the corresponding player is skipped whether or not he/she has been skipped). Arkansas rules allow players to benefit from the hand dealt when it contains the most cards needed for an unfinished phase. The rule of completing phases in any order is similar to the commercialized Masters Edition of the game. To win, a player must complete all ten phases. The rating complies with the standard Rules Phase 10. Postal Rules This section does not specify any sources. Please help to improve this section by adding quotes to reliable sources. Non-paged material can be challenged and removed. 2020) (Learn how and when to remove this template message) Postal Rules follow the standard Phase 10 rules with two additions: 1) No player can go out (play all 10 cards) and end the hand until the game completes a switch of the table and the game returns to the dealer. The dealer is the first player to finish the hand by playing all 10 cards. 2) Players working to complete one of the first seven phases can use the number card corresponding to the phase they are in as a wild card. For example, the players are wild first hand. During the second hand, two are wild for the players who have completed phase one in the previous hand, while those remain wild for each player who has not completed phase one. This adds to the challenge of remembering the person on the left's wild card so as not to discard cards that are wild for them, but not for you. This variant is called Postal Rules in honor of the group of postal workers who have been playing Phase 10 every day during lunch since 1996. Mobile In 2007, Fundex and Magmic signed a contract that brought Phase 10 to BlackBerry devices. [6] In 2009, Magmic released the title for iOS[7] with a Masters Edition in-app purchase, which was available for download in February 2012. [8] In March 2012, Magmic released both a free and a paid version of Phase 10 for Android devices. The Google Play Store also has a Scorekeeper app for Phase 10. In September 2013, Magmic released Phase 10 Dice on the iTunes App Store. [9] Notes on livingstone\_deals\_a\_winning\_hand\_to\_fundex\_game.com Fundex Games Jaccessdate=2012-11-23 |url-status=dead |archiverurl= /www.livingstonepartners.com/livingstone\_deals\_a\_winning\_hand\_to\_fundex\_game | archivedate=November 14, 2011 - About us Fundex Games 2011. May 22, 2011. \* Phase 10 Dice Instructions Fundex Games 2011. December 18, 2011. Phase 10 Goes Mobile after 25 Years. Archived from the original on February 9, 2008. Retrieved 2012-03-05. \* Phase 10 Release Date. Retrieved 2012-03-05. \* Phase 10 Dice iTunes Preview. Retrieved 2013-09-16. Links About us Fundex Games 2011. 22 May 2011. External links Fundex Games Phase 10 Mobile from Magmic Games Phase 10 at BoardGameGeek Phase 10 variants at pagat.com Phase 10 for iPhone 2010 Retrieved from

